WEST Search History

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DATE: Tuesday, March 16, 2004

Hide?	<u>Set</u> Name	Query	<u>Hit</u> Count
	DB=	USPT; PLUR=NO; OP=OR	
	L27	L26 and (icon or icons or button or buttons or menu or menus or window or windows)	3
	L26	125 and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) near (animated or animation) near (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	6
	L25	345/473-474.ccls.	845
	L24	L23 and ((animated or animation) near (agent\$ or visuals or visualization\$ or graphic or graphics or icon or icons or shape or shapes or image or images or button or buttons or object or objects))	53
□	L23	(117 or 118) and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) same (animated or animation) same (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	116
0	L22	(117 or 118) and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) same (animated or animation) same (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	116
	L21	116 and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) same (animated or animation) same (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	10
0	L20	116 and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) near (animated or animation) near (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	0
	L19	(117 or 118) and ((user\$ or client\$ or consumer\$ or artist\$ or patient\$ or customer\$) near (animated or animation) near (icon or icons or graphic or graphics or visualization or visuals or visual or image or images or browser or browsers))	1
	L18	707/104.1.ccls.	2034
	L17	707/2-3.ccls.	3267
10/014,1	83	(L15).pn. (4592734 4594720 4600073 4605022 4614440 4779749 4784605 4803986 4828153 4843681 4881391 4889181 4913027 4947783 4963111 4966505 4989371 4989511 5192135 5209378 5219407 5240164 H001240 5261206 5295243 5301998 5303292 5307150 5314235 5328245 5330087 5335797 5422951 5427044 5433518 5440785 5449341 5467842 5472261 5486689 5505470 5514858 5542439 5607704 5620109 5647251 5657298 5659156 5668619 5669744).pn. (5675950 5730727 5731807 5731816 5745927 5758812 5762259 5764026 5764490 5771536 5778951 5807293 5848471	
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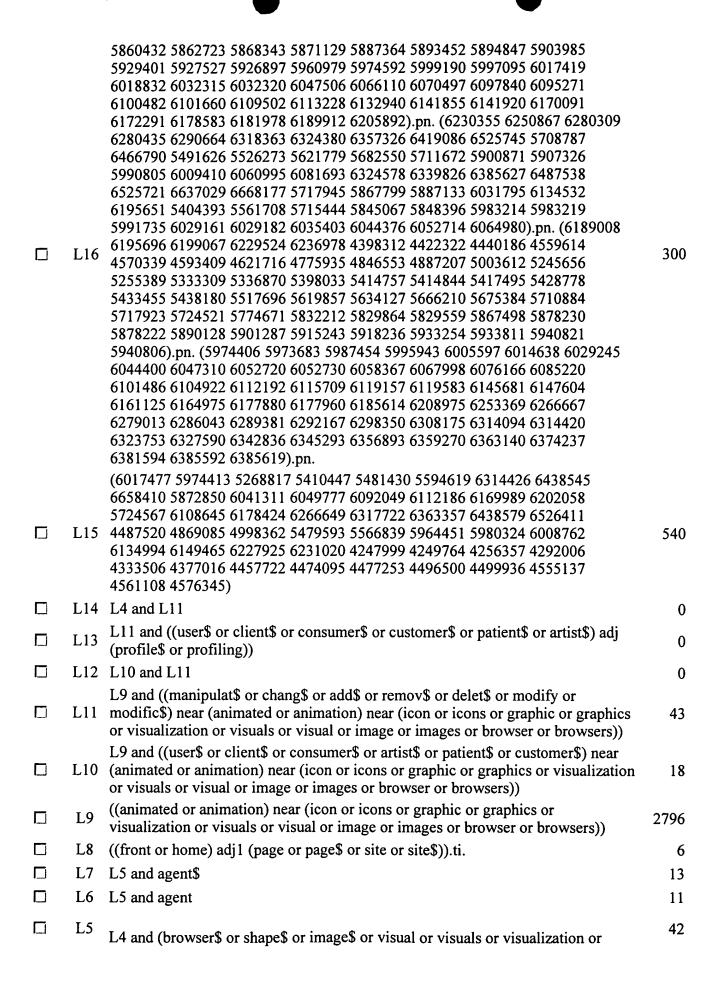
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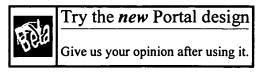
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	visualizations or graphic or graphic\$ or icon or icons)	
L4	((user\$ or consumer\$ or customer\$ or client\$ or subscriber\$ or patient\$ or buyer\$ or retailer\$) adj1 (profile or profiles or profil\$)).ti.	55
L3	L2 and user\$.ti.	27
L2	((user adj1 (profile or profil\$ or develop\$ or produced or creat\$)) near (shape or shape\$ or icon\$ or visuals or visualiz\$ or graphic or graphics or picture or pictures or browser\$ or image or images))	193
L1	((user adj1 (profile or profil\$ or develop\$ or produced or creat\$)) near (icon\$ or visuals or visualiz\$ or graphic or graphics or picture or pictures or browser or browser\$ or image or images))	188

END OF SEARCH HISTORY





Search Results

Search Results for: [user defined and animation and visualization and behavior and personality]
Found 5 of 127,944 searched.

Search within Results							
Search Help/Tips							
Sort by: Title Publication Publication Date Score Binder							
Results 1 - 5 of 5 short listing							
1 VUIMS: a visual user interface management system Jon H. Pittman , Christopher J. Kitrick Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface software and technology August 1990	77%						
Interfaces: Authoring scenes for adaptive, interactive performances Patrick Gebhard, Michael Kipp, Martin Klesen, Thomas Rist Proceedings of the second international joint conference on Autonomous agents and multiagent systems July 2003 In this paper, we introduce a toolkit called SceneMaker for authoring scenes for adaptive, interactive performances. These performances are based on automatically generated and pre-scripted scenes which can be authored with the SceneMaker in a two-step approach: In step one, the scene flow is defined using cascaded finite state machines. In a second step, the content of each scene must be provided. This can be done either manually by using a simple scripting language, or by integrating scenes wh	77%						
Prototyping of complex plan based behavior for 3D actors C. Geiger , M. Latzel Proceedings of the fourth international conference on Autonomous agents June 2000	77%						
4 An open architecture for comic actor animation Knut Manske, Max Mühlhäuser Proceedings of the fifth ACM international conference on Multimedia November 1997	77%						
5 Improv: a system for scripting interactive actors in virtual worlds	77%						

http://portalpv.acm.org/results.cfm?coll=ACM&dl=ACM&CFID=19143676&CFTOKEN=6... 3/16/04

10/014,183

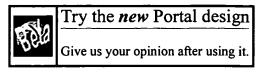
Ken Perlin , Athomas Goldberg

Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

Results 1 - 5 of 5 short listing

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Search Results

Search Results for: [visualization and animation and user profile and world wide web]

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Sea	arch within Results	
	GO > Advanced Search	
> Se	earch Help/Tips	
 Sor	t by: Title Publication Publication Date Score Binder	<u></u>
Res	ults 1 - 20 of 22 short listing	
1 (1)	Fast detection of communication patterns in distributed executions Thomas Kunz , Michiel F. H. Seuren Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997 Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer	80%
	developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun	
	A protocol for user awareness on the World Wide Web Kevin Palfreyman , Tom Rodden Proceedings of the 1996 ACM conference on Computer supported cooperative work November 1996	80%
_	Visitor awareness in the web Albrecht Schmidt , Hans-W. Gellersen Proceedings of the tenth international conference on World Wide Web April 2001	77%
4 ₫	Interfaces: Authoring scenes for adaptive, interactive performances Patrick Gebhard, Michael Kipp, Martin Klesen, Thomas Rist Proceedings of the second international joint conference on Autonomous agents and multiagent systems July 2003	77%

In this paper, we introduce a toolkit called SceneMaker for authoring scenes for adaptive, interactive performances. These performances are based on automatically

generated and pre-scripted scenes which can be authored with the SceneMaker in a two-step approach: In step one, the scene flow is defined using cascaded finite state machines. In a second step, the content of each scene must be provided. This can be done either manually by using a simple scripting language, or by integrating scenes wh ...

Using the semantic web: Semantic search

77%

R. Guha, Rob McCool, Eric Miller

Proceedings of the twelfth international conference on World Wide Web May 2003 Activities such as Web Services and the Semantic Web are working to create a web of distributed machine understandable data. In this paper we present an application called 'Semantic Search' which is built on these supporting technologies and is designed to improve traditional web searching. We provide an overview of TAP, the application framework upon which the Semantic Search is built. We describe two implemented Semantic Search systems which, based on the denotation of the search query, augmen ...

6 Session 5: novel interaction: MAUI: a multimodal affective user

77%

বী interface

Christine L. Lisetti , Fatma Nasoz

Proceedings of the tenth ACM international conference on Multimedia December 2002

Human intelligence is being increasingly redefined to include the all-encompassing effect of emotions upon what used to be considered 'pure reason'. With the recent progress of research in computer vision, speech/prosody recognition, and biofeedback, real-time recognition of affect will enhance human-computer interaction considerably, as well as assist further progress in the development of new emotion theories. In this article, we describe how affect, moods and emotions closely interact with co ...

Session 5: Multimodal presentation of dynamic object scenarios on the

77%

Andrea Esuli, Antonio Cisternino, Giuliano Pacini, Maria Simi Proceeding of the eighth international conference on 3D web technology March 2003

We describe a Web based presentation system for dynamic object scenarios. The system produces multimodal presentations based on 3D interactive animations, coordinated with adaptive spoken comments. User profiling and comments production are performed through the interaction with a human-like agent. The system has been developed as part of a research project on support tools for learning about sail racing rules and strategies. The presentation system works in conjunction with an expert authoring ...

Usage-based visualization of web localities

77%



Boris Diebold, Michael Kaufmann

Australian symposium on Information visualisation - Volume 9 December 2001 The World-Wide Web has evolved into an extremely huge but "messy" information space which is hard to overview. Sitemaps as alternative views of Web sites have been proposed to assist the user in navigating the hyperspace. As Web localities are subject to frequent change and redesign, it is especially important to provide a system for automatic generation of such sitemaps from various data sources instead of creating them manually. In this paper we present a new usage-based navigation sitemap app ...

9 Manufacturing applications: Simulation based design for a shipyard | manufacturing process

77%

77%

D. J. Medeiros , Mark Traband , April Tribble , Rebekah Lepro , Kenneth Fast , Daniel Williams

Proceedings of the 32nd conference on Winter simulation December 2000 Discrete event simulation can be used for virtual prototyping of new manufacturing facilities. Models built for this purpose must be easy to use, flexible, and provide a realistic graphical view of the proposed system. The DESTINY project has developed models of plate processing operations to assist shipyards in modernizing their plate fabrication lines. Configuration information for a proposed line is collected via a Web interface, which then launches a program to build and execute a simulation ...

10 Advertising and Security for E-Commerence: A lightweight protocol for

the generation and distribution of secure e-coupons Carlo Blundo, Stelvio Cimato, Annalisa De Bonis

Proceedings of the eleventh international conference on World Wide Web May 2002

A form of advertisement which is becoming very popular on the web is based on electronic coupon (e-coupon) distribution. E-coupons are the digital analogue of paper coupons which are used to provide customers with discounts or gift in order to incentive the purchase of some products. Nowadays, the potential of digital coupons has not been fully exploited on the web. This is mostly due to the lack of "efficient" techniques to handle the generation and distribution of e-coupons. In this paper we d ...

11 1a---Links and Navigation: The look of the link - concepts for the user

77%

interface of extended hyperlinks

Harald Weinreich , Hartmut Obendorf , Winfried Lamersdorf

Proceedings of the twelfth ACM conference on Hypertext and Hypermedia September 2001

The design of hypertext systems has been subject to intense research. Apparently, one topic was mostly neglected: how to visualize and interact with link markers.

This paper presents an overview of pragmatic historical approaches, and discusses problems evolving from sophisticated hypertext linking features. Blending the potential of an XLink-enhanced Web with old ideas and recent GUI techniques, a vision for browser link interfaces of the future is being developed. We hope to stimula ...

12 Reusability and adaptability of interactive resources in Web-based

77%

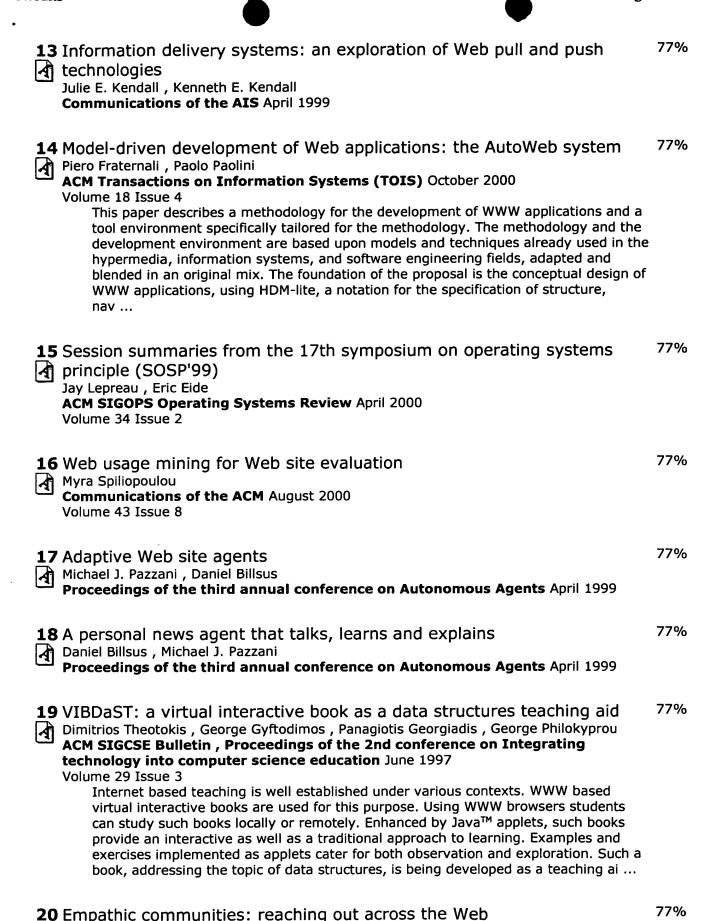
ৰী educational systems

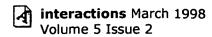
Abdulmotaleb El Saddik , Stephan Fischer , Ralf Steinmetz

Journal on Educational Resources in Computing (JERIC) March 2001

The production of interactive multimedia content is in most cases an expensive task in terms of time and cost. Hence, optimizing production by exploiting the reusability of interactive multimedia elements is mandatory. Reusability can be triggered by a combination of resuable multimedia components and the appropriate use of metadata to control the components as well as their combination. In this article, we discuss the reusability aspects of interactive multimedia content in web ...

Jenny Preece





Results 1 - 20 of 22

short listing



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